



MODERATOR

What DO

1. Introductions

- Introduce officials.
- Ask students to introduce themselves.
- Ask coaches to come to front of room. shake hands, and introduce themselves.
- Tell teams whether moderator or scientific judge will be recognizing students.

2. Rules

• Read "Important Rules" sheet at the start of each game (located in your packet).

3. Reading the Questions

• Announce whether it's a toss up or bonus question.

- Announce question category.
- Announce whether multiple choice or short answer.
- (Read that question)

4. Getting the Answer

- Moderator/Judge: verbally recognize the individual before she/he responds.
 - Identify student by....
 - 1) announcing Team A or Team B and
 - 2) announcing participant ID (captain, 1, 2, 3)

5. Who Won?

• Fill out official score sheet and get signatures.



Team A. **Competitor 2**





Keep in Mind



Challenge?

 Ask timekeeper to stop the clock

Toss-Up?

No consultation among team members. (Shhhhhhhh)

Bonus?

Consultation is allowed, but the captain must answer.

Radium, -- No wait, I mean Radon!

Sorry, Charlie. The FIRST answer counts

(The FIRST answer always counts.)

Note: At the end of each match, the official score sheet and the flipchart tally should be put in the corresponding round-numbered envelope. The packet should then, immediately, be taken to SBC by the Runner or official who will be going to SBC first.